

PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003					Application or Docket Number <i>10737031</i>
CLAIMS AS FILED - PART I					SMALL ENTITY TYPE <input type="checkbox"/> OR OTHER THAN SMALL ENTITY RATE FEE BASIC FEE 385.00 OR BASIC FEE 770.00 XS 9= 0 OR XS18= X43= 0 OR X86= +145= 0 OR +290= TOTAL 385 OR TOTAL <input type="checkbox"/>
(Column 1)		(Column 2)			
TOTAL CLAIMS		<i>20</i>			
FOR		NUMBER FILED	NUMBER EXTRA		
TOTAL CHARGEABLE CLAIMS		<i>20</i> minus 20 = * 0			
INDEPENDENT CLAIMS		<i>3</i> minus 3 = * 0			
MULTIPLE DEPENDENT CLAIM PRESENT <input type="checkbox"/>					
* If the difference in column 1 is less than zero, enter "0" in column 2					
CLAIMS AS AMENDED - PART II					SMALL ENTITY OR OTHER THAN SMALL ENTITY RATE ADDI- TIONAL FEE XS 9= OR XS18= X43= OR X86= +145= OR +290= TOTAL ADDIT. FEE OR TOTAL ADDIT. FEE <input type="checkbox"/>
(Column 1)		(Column 2)			
AMENDMENT A	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	
	Total	<i>19</i>	Minus	<i>20</i>	= <input type="checkbox"/>
	Independent	<i>3</i>	Minus	<i>3</i>	= <input type="checkbox"/>
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM <input type="checkbox"/>					
AMENDMENT B	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	
	Total		Minus	**	=
	Independent		Minus	***	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM <input type="checkbox"/>					
AMENDMENT C	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	
	Total		Minus	**	=
	Independent		Minus	***	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM <input type="checkbox"/>					
* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." *** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.					